

# TURBOFORCE

TURBOGRAFX-CD SYSTEM GAME MAGAZINE

SADLER RETURNS!  
EXILE: WICKED  
PHENOMENON

## TURBOFORCE PREVIEWS

BONK 3  
VASTEEL  
WORLD HEROES  
BOMBERMAN '93  
SHERLOCK HOLMES 2  
DUNGEON EXPLORER 2

\$3.95/\$4.95 Canada  
Spring 1993  
Volume 1, Issue 4



n 14302 80975 - 6

DUO



AWARD SOFT

I never thought maiming four of my friends could be so much fun. I



BOMBERMAN '93™

The latest multi-player game from TTI. Also known as Game of the Month for April by EGM.

Plays on both Duo and Turbo  
Grafx systems.

Drop bombs off strategically or, with a bit of skill, kick them toward your opponents.



TURBO  
GREX Play solo against the machine. Or play against one to four other players.

friends. If you even have that many. There's also a 48-level game to test your patience.

For more info  
jet to your nearest TTI  
dealer today. And  
remember: With  
friends like you, who  
needs enemies?



- MAJUNA LANT -

230

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200

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**Cryp**  The term "crypt" refers to a cavity or recess, often used in the context of plant anatomy to describe a specialized storage or protective structure. In the diagram, a central cavity is shown with two lateral extensions, representing a typical structure of a plant crypt.

**DUO**

<sup>40</sup> See also the discussion of the relationship between the two in the section on the "Cult of the Virgin Mary."

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## A LOOK INSIDE

### TURBOFORCE

Number 4 — Spring 1993



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Riveting RPG action awaits you in Exile: Wicked Phenomenon.



The brave Sir Lykos must battle huge alien creatures in order to save his land!

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Shinobu shows her displeasure as Lum lovingly drapes herself over Ataru.



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The games presented in this issue were provided by T.T.J. and hold the following copyrights: Terraforming, Bomberman '93, Dungeon Explorer 2, 1993 Hudson Soft; Magical Chase, 1993 Hudson Soft; Shape Shifter, 1992 Icons Simulations, Sherlock Holmes 2, 1992 Icons Simulations, Shinobu, 1990 Mandie & Will Wrights; Riot Zone, Hudson Soft; Vasteel and Exile: Wicked Phenomenon, Working Designs; Bonk 3, Hudson Soft.

# TURBOLETTERS

## JOHNNY TURBO MAKES AN IMPACT!

I would tend to expect some rivalry between major game companies, but the Turbo Technologies ad in the Jan. '93 issue of EGM (page 221) was more mean-spirited propaganda than I can take quietly.

In the 4 page ad was a cartoon in which "Feka Inc." (real evil) deployed evil robots to convince kids to buy their CD system. Then the "hero," Johnny Turbo, appeared on the scene to tell the crowd that "the Turbo Duo is the first CD system on the market."

Excuse me, but I'd like to know where TTI gets off saying that Sega said they were releasing the first CD system. I watch and read many Sega ads and magazines, and I have never read anything to that effect.

It was really a low blow to Sega. I have nothing against TTI, but they should realize that lies don't sway an informed reader. I own both Sega and Nintendo systems, and have considered purchasing a TG-16 in the past.

Brian N. Pacula



Johnny Turbo has caused a bit of controversy among some readers.

especially when the input is valuable. In fact, it is because of all the letters and calls we have received about our Duo that prompted us to run the Johnny Turbo ads. We wanted to educate the public about our products and to clarify any confusion that may have been caused from

rumors. In 1989, TTI's predecessor, NEC, produced and marketed the first CD attachment system for the TG-16, similar to Sega's attachment released in 1992.

In October '92, TTI once again led the revolution by releasing the second generation CD-ROM system, The Duo. Sega claimed in their recent press kit, which was widely circulated among the media, that they were the ones who produced the first CD system. Since we caught their claim, many newspapers and magazines have had to set their record

straight. Maybe you should read more.)

I'd like to say that everything Johnny Turbo's comics say about Feka are true. Johnny Turbo has made me glad to own a TurboGrafx. I soon will purchase an awesome Duo which in my opinion blows Feka's away! Your Johnny Turbo comics are awesome, and I enjoy reading every one. Turbo Rules! Good job!

Tim Hall  
Columbus, Ohio

(S.Ed. Brian, thank you for voicing your opinion. TTI is always glad to hear what EGM readers have to say,

(S.Ed. Thanks for your support! We will continue to work hard for you!)

If you have a question or comment that is just yearning to be unanswered, please write in. Not all letters received will be printed, but they will be answered. Please send letters to: TURBOLETTERS, 6201 Center Dr. W. Ste. 500, Los Angeles, CA 90045 Attn: Senior Editor

## DR. BUTCHER CONTROVERSY

When I received my February issue of EGM, an insert of TurboForce - TurboGrafx-CD System Game Magazine was packaged with it. As I read it, I came across the article that I have enclosed (Cinema: Dr. Butcher, MD.) What on earth was Marc Camiron, the listed editor, thinking of?! This article isn't even about a game - it's about a low budget sleazy gore flick! What was the point of putting it in a game magazine?? I would expect to find this in Fang-Gore Magazine, but not in EGM. I am certain that I am not the only parent who is appalled at this.

Jean Andrews  
LaGrange, Maine

(S.Ed. Jean, we knew that we would receive some controversy when we published the Dr. Butcher review. We took a risk, and please allow me to explain. The Lifestyle section of TurboForce is a newly added section. It gives our gamers a look at other aspects of life which may interest them; for instance, Japanese animation and fanzines. By publishing the Dr. Butcher review we did not mean to impose our tastes on our readers, but research has shown that our gamers like science fiction and horror films, which is why we also published articles pertaining to these (i.e. virtual reality). We didn't recommend Dr. Butcher; we just wanted to tell our readers what it was about. Films like this do exist. And it is up to you, the parent, to decide whether or not to rent the movie. Thank you for your input; your opinion will be taken under consideration for future issues.)

## ENTER THE CAST OF EXILE!

### SADLER



Sadler is the crusader and hero of the story. Once again, he must face the perils of evil and save the land!

### FAKHYLE



A magician of very few words. But this does not prevent him from being useful in combat on Sadler's side!

### KINDI



Big, burly and mute. Kindi always has a smile for every occasion as well as a powerful punch to every enemy!

### RUMI



Never underestimate a woman! This female is quick and nimble, with the added skills of knife-throwing!

## CROSS THE PLAINS INTO BAGHDAD!



Trek through the jungle carefully. Exploding pods will drain your life away quickly. Keep moving, and use your healing herbs to make it to the end.



As you progress through here, try to make your way in between the branches of the trees. It'll make things easier.

Enter a mystical world where warriors fight for truth and monsters inspire terror. Exile: Wicked Phenomenon has you once again assume the role of Sadler, a kind and noble fighter. You must discover the roots of a horrible curse afflicting the many countries in your domain. Along the way, you will gain the help of your brave companions, who struggled with you before. Rumi, the nimble young girl with a passion for knives, will lend her speed and agility. Fakhyle, the ancient wizard, shall annihilate the creatures with powerful spells. Kindi, the powerful strongman, slow but able

**DUO**

MANUFACTURER

WORKING DESIGN

SUP

AVAILABLE

JUNE

CD-ROM

ACT/RPG



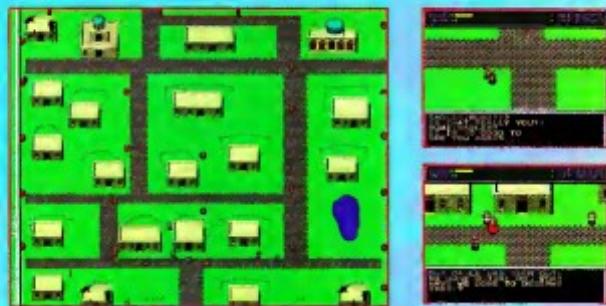
| DATA |            |
|------|------------|
| CD   | DIFFICULTY |
| M    | MODERATE   |
| N    | LEVELS     |
| OM   | N/A        |
| RS   | % COMPLETE |
| 100% |            |

to absorb inhuman amounts of damage, will help out as well. This time around, you will meet yet another adventurer who will join your cause. He goes by the name of Lawrence, and despite his somewhat puzzling nature, he can save your life. You will need all the help you can get. Vicious beasts roam the land undaunted. Who is behind the curse? Will Sadler and his group survive? That is up to you.

**Exile:** Wicked Phenomenon will test your reflexes as well as your mind. Brilliant cinemas abound, using the pinnacle of CD technology. This quest will test anyone's mettle.



## FREE BAGHDAD FROM GREMLIN!



Find your friends here; they will help you out. Search the watchtower up north for something evil.

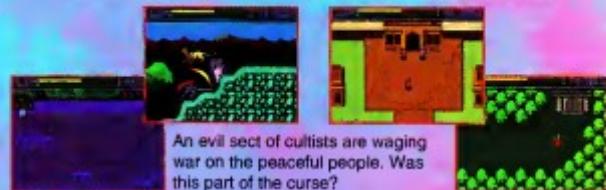
Oh, look! It's Rumi! She is still alive to help you!

## THE FINALE OF ACT 1, GREMLIN!

With Rumi at your side, you will be able to find Gremlin at the tower at the top right-hand corner of the city. Soon, Fahkyl and Kindi will join in the fight!



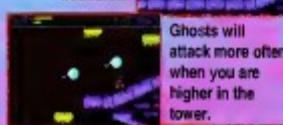
## FIGHT TO DANI AND THE SHRINE!



An evil sect of cultists are waging war on the peaceful people. Was this part of the curse?

## HEAD INTO THE SHRINE OF DEATH!

The labyrinth-like shrine is filled with dangerous enemies and treasures.



Hovering platforms will carry you over layers of spikes. Just don't fall off!!

## BOSS OF ACT 2!

The evil god Crully is one tough customer. Wait for him to swing his staff, then attack him with Kindi. As usual, be sure to use your magical herbs.





# Bonk 3

## DUO DATA

| MANUFACTURER | FORMAT    | DIFFICULTY |
|--------------|-----------|------------|
| T.T.I.       | CARTRIDGE | MODERATE   |
| AVAILABLE    | MEGABITS  | LEVELS     |
| JUNE         | 8 MEG     | 8          |
| THEME        | PLAYERS   | % COMPLETE |
| ACT/ADV      | 1 OR 2    | 100%       |

## Bonk Baby, Bonk!

Bonk is back and this time he's really using his head! This third time's a charm, and Bonk has some new moves (and sizes) that his fans will love! The plot is the same: the evil King Drool must be defeated and Bonk is the only one who can do it - but Drool has lined up a whole bunch of meanies to stop our hero! There is also a two-player option so two can bonk!

### ROUND 1:



#### Stage 1-1: Naked Prey



This first level gives you a chance to get acquainted with all the power-ups and other items Bonk will use throughout the game! The levels start out simple like Stage 1-1 then get more and more complex like Stage 1-3, opposite page.

Welcome! This first stage takes Bonk across a field. There are plenty of power-ups that can be reached by bouncing on the plants along the way!

#### Stage 1-2: Caveman



**Boss 1: The Stomper**  
This first boss is big - but easy! Let it step on you so Bonk can be Crab Bonk! Then, get under its head when it lands and snap at its head with your claws!

Lava! Fireballs and plenty of nasty enemies await you in this stage! Also watch for sticky spider webs that grab and hold Bonk while sucking energy out of him!



### ROUND 2:



This level starts outside a house, then moves inside! New items to be aware of are the pipes; to use them, just stand on top of the entrance and press down. These will shoot you to different areas of the stage!

#### Stage 2-1: Outside



Here a giant fish will swallow you up for a stage inside! Also look for pipes; they speed you to other areas.

#### Stage 2-2: Inside



Watch for several household dangers, such as a giant crying baby and a fish tank filled with killer fish!

#### Stage 2-3: In the Sky



Up in the sky for this level - beware of multiple false exits from the level.

#### Boss 2: Stone Giant

Big Boss, but not hard. Use steps on the sides to get to the top, then fall and spin; you should keep knocking it on the head!



### ROUND 3:



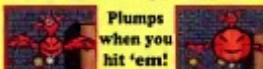
Move from the Jungle to the Shifting Sands to a temple. As expected, your enemies are a little faster and deadlier than before, so use your power-ups carefully.

#### Stage 3-1: Jungle



The first stage is a run through the jungle, the second goes underground! The last is the most challenging: use the little pits to hide from dangers - like boulders!

#### Boss 3: Pumpkin Bird

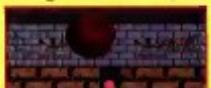


This third boss is much tougher than the first two! Get on top of one of the posts, and use spin attacks to hit it in the head! This makes it inflate and explode!

#### Stage 3-2: Sands



#### Stage 3-3: Temple



Get on your swimming trunks and prepare to take a dip! When you start the level, press down and jump to be sure and collect all the power-ups and icons that are below the dock! Also, there are several tight squeezes only little Bonk or Crab Bonk can enter - especially the entrance to the ship!



## A BIGGER & BETTER BONK:

### Bonkevolution:

Status where Bonk can change to huge or tiny size by collecting the right power-ups! You can also change into Semi-, Charged Bonk and Crab Bonk! Take too many hits, and it's back to Regular Bonk!



**Small**

**Regular**

**Large**

### All Kids Love Bonk:

Bonk is back - and better than before! Those familiar with the game will undoubtedly recognize these moves, and there are a couple of new ones to learn, too!



### Crab Bonk:

When a heavy object falls on Bonk, he becomes Crab Bonk! Crawl in small spaces as Crab Bonk!



### Bonk's Other Looks:



#### Semi-Charged Bonk:

Get the Meat, and Bonk becomes Semi-Charged Bonk! In this status he shoots atoms that temporarily stun enemies!



#### Charged Bonk:

Get Two Meats in a row, or get one Big Meat, and you are Charged Bonk! You can breathe fire and become deadlier!

## ICONS & POWER-UPS:



**Big Heart:**  
Recharges all hearts on your life meter.



**Regular Heart:**  
Recharges one heart on your life meter.



**Blue Heart:**  
Adds a heart to your life meter.

### Hearts & Candy:



**Happy Face:**  
Gives you points for each one collected.



**Red Candy:**  
Turns Normal Bonk into Little Bonk.



**Blue Candy:**  
Turns Normal Bonk into Big Bonk.



**Bonk:**  
This icon gives Bonk an extra life.

### Meats & Flowers:



**Meat:**  
Changes Bonk into Girly Bonk.



**Big Meat:**  
Changes Bonk into Charged Bonk.



**Turnip:**  
Gives Bonk the ability to fly.



**Flower:**  
Grab this item and Bonk goes to the Bonus Level.

# RIOT ZONE

## NAME: HAWK



Height: 6 feet 1  
Weight: 153 pounds  
Fast-acting Judo master with quick weaker strikes.



JUMP KICK



DRILL



SPLASH

## NAME: TONY



Height: 6 feet 3  
Weight: 182 pounds  
A tough street fighting wrestler with power.



JUMP KICK



KICKS SPIN



SPLITS



## LEVEL 1: BATTLE IN THE STREETS



A gang of tough chicks and fat foes fill the first level. The first boss is actually two people who try to tag team you.

## LEVEL 2: ALLEYS OF DOOM



Watch out for the sliding foes during this level. The second boss is a lady in a bad mood equipped with a riding crop.

## LEVEL 3: READY TO RUMBLE



Charging sumo types and knife-toting ninjas fill this level. The boss is a razor-backed freak who can roll into a ball.

## DUO DATA

| MANUFACTURER  | FORMAT   | DIFFICULTY |
|---------------|----------|------------|
| HUDSON/T.T.I. | SUPER CD | MODERATE   |
| AVAILABLE     | MEGABITS | LEVELS     |
| MAY           | CD-ROM   | 7          |
| THEME         | PLAYERS  | % COMPLETE |
| ACT/ADV       | 1        | 100%       |

## QUIET RIOT-NOT!

A ruthless crime syndicate has taken over the city and kidnapped the commissioner's daughter as insurance. Now all hell is breaking loose and the city is in an utter riot! It's up to Hawk and Tony to fight through 25 levels of CD sights and sounds. Can you quiet this riot and find out who is behind this terrible crime syndicate?

## SURVIVAL ITEMS

### CONE



Restores a little life.

### GEM



Gain 5000 points.

### KETTLE



Restores a portion of life.

### ROAST



Restore all of your life.

### MUNCH



Add points to your score.

### CHICKEN



Restores most of your life.

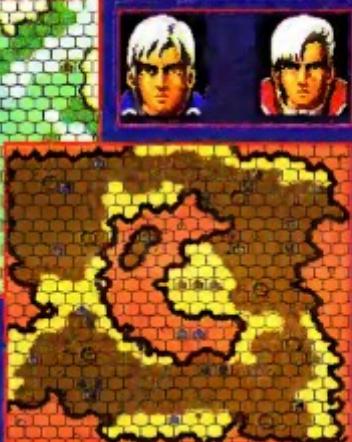
# VASTEEL



## HUGE BATTLE AREAS

Battle with a friend, alone, or just watch the computer fight itself!

There is even a choice of manual or automatic fighting.



## THRILL TO THE INTENSE ARCADE ACTION AND...



Battle scenes can take place anywhere, even inside an installation.



Fight on snow using the foliage to your advantage in a tough battle.

## DUO DATA

| MANUFACTURER   | FORMAT   | DIFFICULTY |
|----------------|----------|------------|
| WORKING DESIGN | CD-ROM   | Moderate   |
| AVAILABLE      | MEGABITS | LEVELS     |
| MAY            | CD-ROM   | 6          |
| THEME          | PLAYERS  | % COMPLETE |
| STRATEGY       | 1 OR 2   | 80%        |

## BROTHERLY LOVE

The emperor has died and his thrown fell to the eldest son Falial. However, the younger son is outraged at his brother's shameless exploitation of their planet and starts a revolution to gain control of the Vasteel system.

Pick either side and fight with real arcade action and challenging military strategy in this unique blend of both worlds!



Learn to use each mech's technique, like throw attack on high-shooting robots.

## PLAN OUT COMPLEX WAR TIME STRATEGIES!



Each type of mech has a range of motion so plan ahead when placing them.



Choose from a variety of mechs carefully. They all have their good and weak points.



There are tons of options like auto map, mech stats, battle control and more!

# Sherlock Holmes

CONSULTING DETECTIVE

VOLUME: 2

© 1991 Subsidiary of IBM  
A Southgate Product 1991



Full motion cinemas bring the mystery and suspense alive on your television.



## THE MAIN SCREEN

This is the screen throughout the game. Learn what each icon does, for you will need every clue at your disposal to solve these difficult mysteries. The game is about Watson!

### CLUE SOURCES

1. Return to main screen.
2. Holmes' cluebook.
3. The London Directory.
4. The London Times.

### INVESTIGATION ICONS

5. The carriage takes you away.
6. Digs up information on people.
7. Talk to the Baker St. Irregulars.
8. Take the case to the courts.

### THE CASE OF THE TWO LIONS



Who left this mysterious note on your door, and why?

Search long and hard for clues. It's well worth the time you invest.



When two lions and a man named Lyons is found dead, a number of questions spring up. Mysterious thefts and sinister murders set the stage for this puzzler.

### THE MURDERED MUNITIONS MAGNATE



He knows a lot about the case, and should give you information.



A military man has been murdered. It's a classic case of whodunit! The killer has left a trail of clues, and it is up to you to follow them and catch the criminal.

## DEDUCTION SHALL FIND THE TRUTH!

Hello chaps, I am Sherlock Holmes, possibly one of the world's greatest detectives. My assistant Watson and I have stumbled upon three mysteries of murder and intrigue. Along with the help of the Baker Street Irregulars, I will attempt to solve these crimes. It will be difficult, but I'm sure the process of elimination shall be on our side.

### DUO DATA

| MANUFACTURER | FORMAT   | DIFFICULTY |
|--------------|----------|------------|
| T.T.I.       | SUPER CD | MODERATE   |
| AVAILABLE    | MEGABITS | LEVELS     |
| JUNE         | CD-ROM   | 3 CASES    |
| THEME        | PLAYERS  | % COMPLETE |
| STRATEGY     | 1        | 70%        |

### THE CASE OF THE PILFERED PAINTINGS



Talk to the famous art critics to gain valuable knowledge.

Learn about auctions. Maybe you can catch the thief!



In the art world, nothing is worse than a forgery. Someone is stealing famous paintings and replacing them with fakes. It is up to you to find out who did it!

## Terra-fying levels and bosses!



# Terraforming



While navigating in this asteroid field, use your weapons to pulverize the strays.

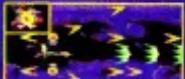


The awesome graphics will blow you away as you battle the alien armada.

## Collect Power-Ups and Weapons!



### SPREAD



### LASER



### HOMING



### MEGA BLAST

Release your fire button for a few moments to charge your ship for a blast of plasma.



### SPEED UP OR DOWN

By touching Button 1, you can choose from three speeds. Can be used on enemies.

## A Gateway to a New World

Your mission is simple: journey into the far reaches of the galaxy to make way for the colonists of the planet Earth. Although this may sound like an easy task, it is anything but. You must fly the advanced prototype fighter into combat and dispatch the hostile aliens.

Terraforming is a great title that sports just about anything you could be looking for in a fantastic shooter. The haunting CD-quality music and stunning graphics are extremely well done.

There are three special weapons that are available: spread, homing and laser. Each of these can be powered-up four times! You also have a Mega Blast similar to R-type except you must let go of the button to charge up. In addition to these, you can control your speed by using Button 1. If you get into a jam, you can even use your thrusters to destroy enemies in back of you. Very cool!

Each level gets progressively harder as you try to blaze a trail for the Earth forces. As for the bosses, well let's just say that you're in for a few good fights! Help pave the way for the human colonists and tame some uncharted territories with Terraforming... it'll rock your world!



Every time that you are hit, you will lose a power level until you are destroyed!

## DUO DATA

| MANUFACTURER | FORMAT   | DIFFICULTY |
|--------------|----------|------------|
| T.T.I.       | SUPER CD | MODERATE   |
| AVAILABLE    | MEGABITS | LEVELS     |
| JUNE         | 100      | 8          |
| THEME        | PLAYERS  | % COMPLETE |
| SHOOTING     | 1        | 100%       |



The shop is the place where you can buy weapons or even more life!

## SPECIAL ITEMS



By buying one of three special items you can power-up your character in combat. The heart will restore your life when you need it. The second item is a flash device that kills all the enemies. The third one powers up your options guns!

## DUO DATA

| MANUFACTURER | FORMAT   | DIFFICULTY |
|--------------|----------|------------|
| T.T.I.       | CART     | MODERATE   |
| AVAILABLE    | MEGABITS | LEVELS     |
| MAY          | 4 MEG    | 6          |
| THEME        | PLAYERS  | % COMPLETE |
| SHOOTING     | ONE      | 100%       |

## MYSTICAL MAYHEM!

In a faraway land there once was a school that taught magic. One of the students, Ripple, had particularly excelled. She would someday be a great witch. One day she had spotted an interesting book on her teacher's desk. It was entitled *Sleeping Demons*. Knowing that her teacher had forbidden anyone from looking at the book, Ripple let her curiosity get the best of her. When she opened the book, six horrible demons leaped forth! Before Ripple could stop them, they raced away. Sure that her teacher would turn her into a frog if she found out, Ripple set out on a quest to retrieve the escaped demons.

This game is a cartoony quest that has young Ripple casting spells at swarms of goofy enemies. If you want a fun shooter with a sense of humor, this game's for you!

## MAGICAL ATTACKS OF FURY

This is what you start out with. It's rather weak, so try to get something else!



REGULAR SHOT



3-WAY SHOT

Shoots a spread of shots across the screen to kill large numbers of enemies.



BALKAN SHOT



SWING SHOT

A massive blast that flies out in all directions. Another wise choice.



Bounces around in tight quarters to wreak havoc on anything in its path. Ouch!

BOUND SHOT



WAVE BEAMS

Intense waves of death that spread across a wide area of the screen.



Pops and crackles when it hits the enemy. Extremely powerful, but slow.

BUBBLE



HOMING SHOT

These blasts fly out all over, hunting down the enemies where they hide.

# MAGICAL CHASE



Fly over a bizarre city as you try to get to the first nasty boss.

## LEVEL ONE



BOSS



An eerie forest filled with mysterious shrines stands in your way.

## LEVEL TWO



BOSS



A flying airship is the setting of this dastardly level! Heads up!

## LEVEL THREE



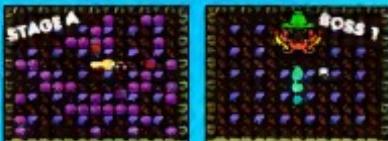
BOSS

## MODE ONE: NORMAL MODE

This is the mode where you must go through 8 all-new levels loaded with monsters determined to destroy our bomber fella.

There are also new enemies such as a bomb bird that sends off an explosion soon after you kill it and creatures that take more than one bomb to eliminate.

The bosses are more difficult and deadlier with an assortment of attacks.



# BOMBER MAN '93

© Mattel Soft 1993

## BOMBS AWAY!

One of the best multiplayer games ever has a sequel coming for the Duo in the form of Bomberman '93!

This bombfest features the main man with a new ability to kick bombs toward his enemies. There are also new screens that are more challenging than ever. Warps and conveyor belts send bombs to your foes.

The best part is where you can play against four other friends, uh, enemies, in a bombing free-for-all!



## MODE TWO: BATTLE MODE

Take on four other adversaries in a contest for bombing supremacy!



Before the game, you can choose from 8 fields of battle. Each has different characteristics like warps, doors, long corridors, conveyor belts, and reappearing blocks, all of which can totally change your style of attack.



The pace is fast and furious as each player tries to eliminate the other!

*Listen up, guys! Be on the lookout for these special icons that might appear after blowing up a wall.*



**1-UP**  
Gives you an extra life.



**BOMBS**  
Lay an extra bomb.



**BRICK**  
Walk through walls.



**DETONATOR**  
Set off bombs at will.



**FLAME**  
Extends flames by 1 space.



**KICK**  
Kick bombs around.



**SKATES**  
Move around faster.

## WARP ZONES



In some levels, you'll find warp zones which can transport you to another part of the playing field.

| DUO DATA     |           |            |
|--------------|-----------|------------|
| MANUFACTURER | FORMAT    | DIFFICULTY |
| T.T.I.       | CARTRIDGE | MODERATE   |
| AVAILABLE    | MEGABITS  | LEVELS     |
| NOW          | 4 MEG     | 8          |
| THEME        | PLAYERS   | % COMPLETE |
| PUZZLE       | 1 TO 5    | 100%       |



**RANDOM WORLD**  
It's different every time you play!



**AQUARIUM**  
A world of water for you to conquer!



**STAG NATION**  
Help societies reach new lands!



**CAMBRIAN ERA**  
Time travel to 550 million B.C.



**MODERN DAY**  
Reduce the large amount of pollution.



**MARS**  
Can you transform the red planet?



**VENUS**  
Can you handle the 477°C temperature?



**DAISY WORLD**  
Test the theory of James Lovelock!

## WORLD SCENARIOS

You may choose from each of the eight scenarios in the Mode Set screen. Each world has a different set of problems and solutions. Start slow, and work your way up to Venus, the ultimate SimEarth challenge! Actually, for a good time, you can even watch what happens to each world if you do nothing. Will it prosper? Will it slowly perish? Nuke the whole world if you want! Always keep your goals within sight at all times, and above all, have fun!

## DUO DATA

| MANUFACTURER | FORMAT   | DIFFICULTY |
|--------------|----------|------------|
| T.T.I.       | SUPER CD | HARD       |
| AVAILABLE    | MEGABITS | LEVELS     |
| NOW          | CD-ROM   | 8          |
| THEME        | PLAYERS  | % COMPLETE |
| SIMULATION   | 1        | 100%       |

## CROWD CONTROL!

This is but one of several tasks awaiting you in the T.T.I. release of SimEarth! Like the other titles in the Sim series, SimEarth gives you the power to create your own worlds, or destroy them. This time, you will oversee the development of Gaia (Earth). You can help civilization along, or destroy it and start anew, even with a new dominant species!

One of the interesting aspects of SimEarth is the ability to do nothing and watch the progress or utter destruction of Gaia. With a little patience, you can even observe the destruction of the entire planet caused by the

expanding sun about 10 billion years down the road of life.

As if that weren't enough, you will have the opportunity to populate Venus and Mars, or even advance civilization to outer space! In fact, there is a secret race that, if you're good enough, you will create. The entire process is based on the Gaia Theory which links life-forms, environment and climate.

To "win" a scenario, you must meet the goals given to you, but don't look for a special reward or a great cinema display. Each scenario goes on forever, or at least until you turn it off, but they are not only entertaining, but enriching as well. Look for several hidden challenges, like the secret life-form, or trying to develop a planet ruled by whales. Nobody ever said having complete control over nature would be easy!

## THE CONTROL PANEL

The Control Panel icons give you complete control over your environment. You can be omniscient and see the status of the world anywhere at any time, or you can utilize omnipotent power to move mountains, seas and to create life! You can also save your hard work if you want to continue later.



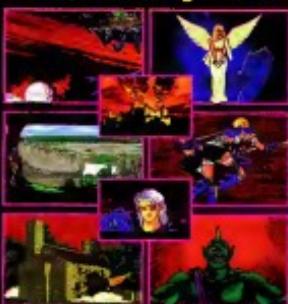
# SimEarth™

The Living Planet

## DUO DATA

| MANUFACTURER | FORMAT    | DIFFICULTY |
|--------------|-----------|------------|
| T.T.I.       | SUPER CD  | MODERATE   |
| AVAILABLE    | MEGADRIVE | LEVELS     |
| JULY         | CD-ROM    | 8          |
| THEME        | PLAYERS   | % COMPLETE |
| ADVENTURE    | 1 TO 5    | 80%        |

Watch the story unfold!



### NATAS RETURNS!

After the last confrontation against the demon named Natas, the group of warriors enjoyed the newfound peace from their valiant efforts, but all was not as it seemed.

With the recent uprising of Natas, the city of Odadesia is once again in peril with the threat of the ORA Stone being taken.

Call upon your friends to help complete this quest as up to five players can play together. Journey along and slay all the beasts with weapon and black magic attacks. More enemies, more levels, and cool CD music add up to a fantastic adventure game only on the Duo!



# Dungeon Explorer II



### Alex the Fighter

The leader of the group has the strongest attack.

Agility Attack

|    |              |     |
|----|--------------|-----|
| -5 | Power        | -7- |
| -6 | Intelligence | -4- |



### Aldan the Hunter

Aldan wields a crossbow for long range attacks.

Agility Attack

|    |              |     |
|----|--------------|-----|
| -6 | Power        | -7- |
| -6 | Intelligence | -3- |



### Boozie the Dwarf

He packs a wallop but can't think for himself.

Agility Attack

|    |              |     |
|----|--------------|-----|
| -4 | Power        | -8- |
| -7 | Intelligence | -4- |



### Elain the Wizard

The wizard can cast some really powerful spells!

Agility Attack

|    |              |     |
|----|--------------|-----|
| -5 | Power        | -5- |
| -6 | Intelligence | -7- |

### Fiona the Elf

This Elf can cure people and use thunder attacks.



Agility Attack

|    |              |     |
|----|--------------|-----|
| -6 | Power        | -5- |
| -6 | Intelligence | -5- |

### Lief the Bard

A master of the music and hurling playing cards.



Agility Attack

|     |              |     |
|-----|--------------|-----|
| -7- | Power        | -4- |
| -4- | Intelligence | -5- |

### Sepia the Thief

The agile crook comes in handy for items too.



Agility Attack

|    |              |     |
|----|--------------|-----|
| -8 | Power        | -5- |
| -5 | Intelligence | -4- |

### Sorn the Priest

This helpful priest can heal members in a flash.



Agility Attack

|    |              |     |
|----|--------------|-----|
| -5 | Power        | -4- |
| -5 | Intelligence | -8- |

## THE DUNGEONS



Make it past the spikes and you'll be greeted by guards.



This Labyrinth is a mess of walls and corridors.

## THE CAVES



The caves are filled with enemies and lava pits.



Enemies emerge from tunnels in the ground.

## THINGS TO FIND



This lets you cast offensive attacks.

This lets you cast defensive spells.



Increases the number of lives.

Increases the amount of H.P.



Raises a player's agility status.

Foes become scared and run.

**DUO DATA**

| MANUFACTURER | FORMAT   | DIFFICULTY |
|--------------|----------|------------|
| T.T.I.       | SUPER CD | HARD       |
| AVAILABLE    | MEGABITS | LEVELS     |
| NOW          | CD-ROM   | 6          |
| THEME        | PLAYERS  | % COMPLETE |
| ACT./ADV     | 1        | 100%       |

# Shape Shifter



The land of Krellion is in peril! For the Ring of Fire-five powerful wizards who created the idiosyncratic country of Krellion, has been dispersed and scattered throughout the land! Now you, brave Sir Lykos, must battle with the unspeakable horrors that have come to this fair land and restore the power of the Ring of Fire by releasing their captive spirits. Each time that you recover one of the wizards, they



will grant you a new form in order to complete your quest. Shape Shifter can be one of the more challenging of the Duo Super CD titles. So, to assist you with some pointers is a four-page strategy guide that should let you get further if you just so happen to be stuck in a puzzling situation. However, this guide lasts up to a point. From there on, it is your battle with the Dark Ones. Good luck, brave warrior!

**LOCATE ALL THE ITEMS IN THE LAND OF KRELLION!****HEALTH**

Grab this for full health.

**COINS**

Use these to buy items.

**IDIOTS**

Worth lots of coins.

**LEVEL-UP**

Increases abilities.

**GEMS**

Use these to change.

**AWESOME WEAPONS!****AXE**

Cost - 75

**HACHE**

Cost - 100

**ARROW**

Cost - 150

**KNOW WHAT YOU ARE CAPABLE OF BECOMING!****BLACK PANTHER**

Cost - 1 gem

This creepy cat has the greatest amount of speed, and its claws are extremely lethal!

Clash

Jump Clash

**PSIONIC SHARK**

Cost - 2 gem

Swim to the deepest depths of the ocean and blast some evil mutants, like hungry sharks!

Bite

Psi Blast

**ROCK TROLL**

Cost - 3 gem

This huge lumbering creature has a devastating punch and weighs a ton! Watch out!

Punch

Jump

**GOLD DRAGON**

Cost - 4 gem

One of the deadliest creatures in existence. This form can fly and shoot at enemies!

Fly

Flame Shot



## DISCOVER THE TOWN OF TREYHELM!



In the town of Treyhelm, you must first visit Gralin to obtain a decree in order to leave the city. Also, purchase an axe in the weapon guild and head west!

- 1 Get a decree from Gralin to exit the city. You may also save here.
- 2 Enter here to purchase a weapon. The axe is the best weapon to get.
- 3 When you have enough money, get your weapon enchanted for a level-up!
- 4 If you are wounded and the Eclipse is not for a while, heal here.
- 5 This oddball will predict your future and will give you advice for a price.
- 6 Leap up onto this ledge to find some hidden money and a potion!
- 7 These guards will block your way until you get a decree from Gralin.
- 8 The east exit will lead to the caverns and the main part of your quest.
- 9 Head west first. Take out the Spider-Queen and you will get a reward!

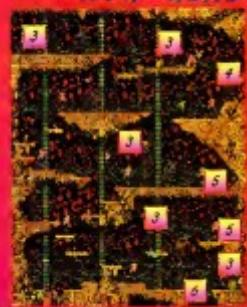
## HEAD TO THE WEST INTO THE SPIDER KINGDOM!



As you enter the forest, various forms of Aracnids will come your way. Some will be simple spiders, and others will be Centaurian versions! Follow the rules to quickly defeat the mother spider.

- 1 Here you will encounter the Centaur spiders. They take 3 axe hits.
- 2 You can find Shapeshifting crystals in these locations.
- 3 These giant Aracnids will slash out once they are hit. 5 hits to destroy.
- 4 On this ledge is a power-up crystal; get it so that you can throw your axe!
- 5 Jump up here to get into the Spider-Queen's nest to finish her off!
- 6 Stand here and throw the axe up to avoid getting hit by the grubs.

## NOW HEAD EAST OF TREYHELM TO THE CAVERNS!



- 1 To the east of Treyhelm, cripples wander about the land wanting goods.
- 2 At the cave entrance will be an old woman by a fire. She will open it.
- 3 Watch out for these dropping skullies! They emerge from the ceiling!
- 4 This entrance is only used when you are the gold dragon form.
- 5 Grab these crystals for more power to transform into beasts.
- 6 Enter through this hole to get to the boas so you can rescue Gereland!

## HEAD OVER THE HILLS TO THE JUNGLE TRIBES!



Leap on the hidden platforms above the cave and you will be able to advance in the game. This level has many different pitfalls as well as a huge temple for their Cat God.

**1** After the cave is done, you must leap on top of the cave entrance.

**4** As the panther, grab this level-up orb to increase your attack power!

**2** Basically, remain on the highest levels of the hill to avoid any pitfalls.

**5** If you wait on these pillars, they will sink into the ground below.

**3** Watch out for these floor tiles that collapse under your feet!

**6** Grab these golden Idols, and they will add to your coin amount.

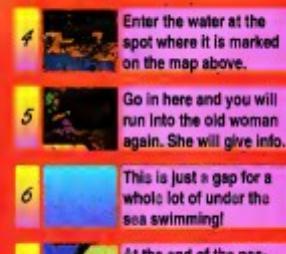
**7** Enter the temple as the panther and the woman will take it as a sign.

**8** Next, change into Lykos and the woman will send you on a quest.

**9** If you saw the woman first, this guard statue will let you pass.



## RESCUE MAGNUS AND GET TO THE UNDERWATER COLONY!



The stone statue of the Cat God will spring to life when the eye is in position.

**1** Stand in the center of the stage and fling your axe as he rises.

**4** Enter the water at the spot where it is marked on the map above.

**2** Head back due west to the temple and enter it to present the cat's eye.

**5** Go in here and you will run into the old woman again. She will give info.

**3** The Cat God has come alive! Stay here and hit the crystal.

**6** This is just a gap for a whole lot of underwater swimming!

**4** You have rescued Magnus the wise! Now turn into a shark!

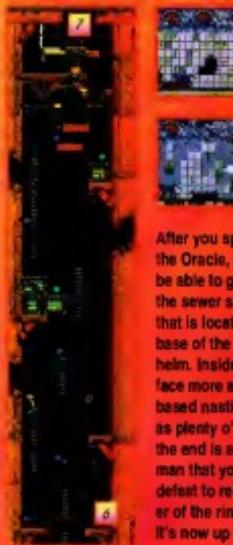
**7** At the end of the passage you will encounter an under-sea colony.

Pick the sea colony from its clutches of doom!



- 1 Two people can help you find the Oracle for additional help.
- 2 After defeating the gelatinous cube, go here and buy armor.
- 3 This place is a healing home for when you need health badly.
- 4 Go through this wall for loads of hidden surprises and bonuses!
- 5 Wait for this fan to stop before jumping towards the gelatinous cube.

### LOCATE THE ORACLE AND OPEN A PATH TO THE SEWERS.



After you speak with the Oracle, you will be able to get into the sewer system that is located at the base of the city of Treyhelm. Inside, you must face more aquatic-based nasties as well as plenty o' pitfalls. At the end is a huge merman that you need to defeat to release another of the ring of five. It's now up to you!



- 1 After saving the colony, go west to meet the Oracle to get a key!
- 2 Head back to Treyhelm and use the key to unlock the sewers!
- 3 Watch out for these beasties, for they pop out of the pits!



- 4 Collect these two gems to help you out on your quest.



- 5 Aim for the boss's mouth and stay inside the harpoon shot.





- 6 After getting the Troll form, enter this tube and stay on the elevators.



- 7 From this point on, it is up to you to locate the other two wizards!

### THE DARK ONES AWAIT THE ARRIVAL OF YOUR FINAL FORM



# TURBOSTYLES ANIME REVIEW

## ANIME REVIEW: *URUSEI YATSURA*

*Urusei Yatsura* is an animated story of a guy named Ataru Moroboshi. Ataru has a girlfriend named



Lum is the beautiful alien girl who is in love with the clumsy Ataru Moroboshi. She has many unusual powers, like flying.



The girls look on wearily as Ataru babbles on about his misfortunes.



There he goes again! Ataru will probably accidentally blow up the world next!

Shinobu, and another girlfriend named Lum, who actually thinks that she is his wife. Ataru, on the other hand, has no interest in either of these two girls. Shinobu is a regular human girl, but Lum is not. She is an

alien who has the ability to fly and electrocute people. Who knows why these two great girls have any interest in Ataru at all. Whenever there is something outrageously bad going on, you'll find Ataru right there as the leader. Whether it be a house blowing up, a world oil shortage, or giant sparrows terroriz-

ing the city, whatever the case may be, Ataru probably caused it! What I'm saying is that Ataru is one of the most unlucky guys ever. And this is what *Urusei Yatsura* is all about - Ataru getting trashed. The funny thing about it is it's always his own fault. He is always trying to get hooked up to all

the girls, and I mean all the girls, and not just the ones on Earth either, on the other planets as well. Ataru is an idiot and he pretty much gets what he deserves. He is a very funny person to watch and it is easy to pick up on. There is never a dull moment in *Urusei Yatsura*. There are always crazy, funny,

and interesting things going on. *Urusei Yatsura* is a great addition to your animation collection and I recommend it to anyone. *Urusei Yatsura* was originally released in Japan in 1981 by Kitty, and can be



Poor Lum must compete with Shinobu for Ataru's affection.

found here in America, thanks to the great people at Animeigo. They sell the tapes for about 35 dollars. You can buy movie or TV episodes. You'll be laughing no matter which one you get!



Let me go! I don't like men, you hear?

Ataru squirms as two mean thugs hold him prisoner in their limo. Will he worm his way out of this one?

## UPCOMING ANIMEIGO RELEASES:

- Otaku no Video
- A.D. Police
- Urusei Yatsura Ova Laser Disc
- Scramble Wars
- SD Little Gal Force

by Jeremy Klein

# GATE OF THUNDER

The winner of *GGG* Editors' Choice, Gold Award.

HIGH SCORE 594800 SHM

HIGH SCORE 594800 SHM



EXCLUSIVE EXPERIENCE ONLY ON THE NEW TURBO DUO MULTIMEDIA  
VIDEO ENTERTAINMENT SYSTEM  
AND THE TG-CD WITH SUPER CD SYSTEM CARD.



# TURBOSTYLES

## FAMICOM TSUSHIN: BIG IN JAPAN

It's no secret that the center of the video game universe is Japan. Many games on the market here in the U.S. were developed and first released in Japan before being translated for the U.S. market. So it should come as no great surprise that the largest gaming publication in the world is headquartered in Japan.

We had the chance to sit down and talk with Yuichi Uchizawa, editor (pictured in this article), and Glen Sakata of the massive *Famicom Tsushin* at the recent Consumer Electronic Show in Las Vegas. When speaking with them, we faced the incredible facts about *Fami Tsu*: It not only has the largest reader base for any video game magazine (700,000+), but it's also large in size, pushing 200 or more pages each issue, weekly. Yes, weekly! And this magazine



Yuichi Uchizawa is the editor of the world's largest gaming magazine.

doesn't home deliver either. Every single one of the issues is bought each week by several hundred thousand video game enthusiasts in a country less than 4% the size of the U.S. (in square miles).

1993 marks the sixth anniversary of *Fami Tsu*. Presently they employ fifty to sixty writers, including some based here in the States. The maga-

zine covers all aspects of the video gaming industry (arcade and home). And not unlike many fanzines which write about related areas, *Fami Tsu* also has articles on the creative minds behind the games, movies, trends, fashion and people in general. However,

we were told by Mr. Uchizawa and Mr. Sakata that the most popular section of the magazine is the comics.

Even with its eclectic content, *Fami Tsu* maintains a consistent look which seems to help pull the magazine together. This look embraces Japanese style animation found in most Japanese comics, or in such cartoon programs as *Robotech*, *Speed Racer* (the old series), and *The Real Ghostbusters*, which can be seen here in the U.S. Likewise, a lot of the games in Japan include segments involving this style of animation. So it doesn't come as such a great surprise that most illustrations incorporate the Japanese style in their *Fami Tsu* game reviews.

Interested in a purchase? Good luck. *Famicom Tsushin* is sold at newsstands in Japan for 290 yen (about \$2.50 U.S.) per issue. It can only be found in the United States in



Comics like this are part of *Famicom Tsushin*'s mass appeal to its readers.

Japanese book stores. The magazine is difficult reading, unless you can read Japanese. But even if you can't read it, you can still look at the pictures. Better yet, why not take several years of a language class and learn how to read Japanese? You could get an education while learning about the sequel to your favorite video game before any of your friends. You'll be popular, borderline deity. People will want to date you. You'll be invited to parties and all because you read *Famicom Tsushin*. Pretty cool, don't you think?



The weekly *Famicom Tsushin* has close to 200 pages each issue.



The most popular section with readers of *Famicom Tsushin* is the comics.

# MINDS IN THE MEDIA

## FROM BLADE RUNNER TO TERRAFORMING

(Adapted from Syd Mead - Creating Brave New Worlds which appeared in the October 1992 issue of Electronic Games.)

Syd Mead. The name may not strike an immediate spark, even among science fiction movie fans. But mention a few of the films to which he added his design genius and the reaction generally transforms into something much more deserving considering his contribution to film.

Having lent his art design talents to such watershed films as *Tron*, *2010*, and *Blade Runner*, Syd seemed like a natural for Pat Ketchum's new computer game company, Cyberdreams; a publishing house based on design and publication of science fiction games that integrate major league sci-fi writers, artists and designers.

Syd is no novice to the world of electronic games. "I have actually worked on games before," he admitted. "I worked with Pat on one I believe was called *Maelstrom*. I don't think it's been released yet, however. I also worked on a game in Japan called *Terraforming*." *Terraforming* takes place years in the future. In the game, our beautiful planet has suffered global environ-

mental destruction and we must flee to outer space for our survival. Explorers are sent to the Milky Way where they discover a planet similar to Earth when it once blossomed with life. But initial surveys of the planet bring violence from all creatures who live there. It's as though the planet itself were fighting against the intrusion of the intelligent earthlings. It's up to our hero, a simple



Syd Mead was the creative force behind such films as the widely popular *Blade Runner* with Harrison Ford.

space pilot, to get past the hordes of uprising alien life and establish a link to the planet's mind.

"I worked on the backgrounds, some of the transport icons, spaceships and such," said Mead of *Terraforming*, who was also unsure of the Japanese release of the game. "Unfortunately the launch... coincided with the Japanese government losing 60% of their cash flow. I believe Seta was the company releasing it... but I don't know what the situation is now..." Here in the

United States, *Terraforming* is scheduled for release in May on Super CD for the Duo or TG-16 with a Super System Card.

Syd is currently developing a sci-fi race game called *CyberRace* for the Cyberdreams company. "I've been working with a Macintosh II FX and they're marvelous machines... but they're not good at casual idea generation where you mix together perspectives and 3-D mentality... so I draw with a pen on paper, and then scan that into the computer so I have an image on the screen, and then you can bring it into technical accuracy."

As movies and electronic games draw ever closer together, we can look forward to more crossover appearances by the wizards of both technologies, sharing their talents to create brave new worlds. Through Syd Mead we now see a film design and special effects superstar moving into the video game realm.

"Game programming is a combination of moving graphics, inventing another set of story artifacts, and having the ability to see it made into a moving graphic, pictorial storyboard," says Mead. "It is very exciting and very satisfying."



Syd Mead lent his creative genius to the new shooting game *Terraforming*.

# CINEMA REVIEW: ARMY OF DARKNESS

© UNIVERSAL PICTURES 1992

## "MY NAME IS ASH, HOUSEWARES."

This phrase basically sums up the movie, *Army of Darkness*. It's about a typical man named Ash, who works in a typical store in a typical department. But the phrase itself, "My name is Ash, Housewares," isn't very typical, and neither is Ash's story. Ash, played by Bruce Campbell, is hilarious. *Army of Darkness* is a spin-off from *Evil Dead 1* and *2*. And although you don't really need to see *Evil Dead 1 & 2*, it helps to make the movie even funnier.

Now if you are into science fiction and special effects, and an overall good time, you should seriously consider *Army of Darkness*. This movie is filled with great sight-gags. It's sure to grab your funny bone and take you for one wild ride into medieval times. *Army of Darkness* won't win an Oscar for original screenplay, but it would win an Oscar for its entertainment value.

One of the best qualities about



Ash proudly shows off his boom stick to the amazed peasants.

*Army of Darkness* is the one-liners. You never know when Ash will open his mouth and release another funny remark. But when he does, hold onto your gut. To give you a small dose of humor, we've compiled Ash's Top Ten One-Liners. Of course, out of context, these may not be so funny. But for those who have seen the movie, this list will be nostalgically humorous. And if you haven't seen the movie, go see it, so you too can be a part of the group who reads this list with laughter of pure understanding.

Take a group of friends to see it with you. Have a good time. And remember - "Hail to the King, baby!"

## Ash's Top Ten One-Liners

- 10) "Gimme some sugar baby."
- 9) "Hail to the King, baby."
- 8) "Ooh that's gotta hurt!"
- 7) "Groovy."
- 6) "London Bridge is falling down."
- 5) "Clukin Verantu niku!"
- 4) "First you want to kill me, then you want to kiss me, blow."
- 3) "Basically, I said them."
- 2) "This is my Boom stick."
- 1) "I've never seen these A-holes!"



Fans of the *Evil Dead* series won't be disappointed with the third installment.

## TTI CHANGES GAME TIP LINE

Beginning March 15, 1993, the official TTI game tip line has changed to (310) 337-6916.

The 1-900-FUN-TG16 line is no longer in service.

Because of the increase in DuoSoft™ titles, TTI expects that the number of calls from Duo™ players will rise. "We believe this change will make support even more accessible to our customers," says Stacy Preblud, customer support manager.

So, remember, the game tip line is now (310) 337-6916. All game

and customer service inquiries from the United States and Canada may be directed to this new number.

**TTI'S GAME  
TIP LINE HAS  
CHANGED!  
THE NEW  
NUMBER IS: (310) 337-6916**



# IN THE NEWS

## TTI GIVES RETAILERS SNEAK PREVIEW OF MORE THAN 40 NEW GAMES

TTI, in its second appearance at the gigantic Consumer Electronics Show, unveiled for the retail trade, 44 new games, including 31 Super CD titles. The Winter CES, which is always held in early January in Las Vegas, is a massive trade show where manufacturers expose their best and newest products to retailers. For the past few years, home video gaming has been making a big impact at the show and at the recent version, gaming and multi-media took up an entire wing of the Las Vegas Convention center.

TTI's booth was judged one of the "most approachable" by media and gamers. There were game kiosks surrounding the perimeter and packing the interior of the booth. Some of TTI's more popular games, like the award-winning *Lords of Thunder*™ (which shows up in retailers on March 15) were featured on multiple kiosks.

The TTI booth was constantly packed during the four day show, thanks to the wide selection of hot new games and several promotions. Elvis impersonator Marty Gibson belted out The King's repertoire all day, every day to demonstrate Nikkodo's Karaoke attachment for the TTI Duo. And each day at noon, your favorite game magazines sent teams of writers to battle each other in the First Semi-Annual Bomberman Battle of the Magazines, sponsored by TTI and Hudson Soft, USA.

Using a pre-production version of the new five-player Bomberman '93™, the magazines participated in a hotly-contested elimination

tournament. Teams included ELECTRONIC GAMING MONTHLY, GAME INFORMER, GAMEPRO, KIDS MAGAZINE, and VIDEO GAMES AND COMPUTER ENTERTAINMENT. On the last day of the show, VG&CE came from behind to smoke the other publications, winning a trip to Hawaii. But according to game referee Terry Tang, TTI's M.B., "It was close, very close. Until the very end, anyone could have pulled it off."



Marty Gibson aka Elvis was on hand at TTI's booth to serenade the crowd.

The winning team consisted of: Andy Eddy, Chris Bieniek, Mike Davila, and Zach Meston.

TTI also used the WCES forum to make several announcements, including a restructuring of its product lines. All games produced for any of the TTI game systems are now called DuoSoft™, and "Turbo" has been dropped from the Duo™ name. According to company officials, new packaging is being designed for the Duo to reflect the new name and possibly a new pack-in.

Continuing to support the TurboGrafx™ line, TTI also unveiled 10 new cartridge games, including the aforementioned Bomberman '93™ and new versions of the popular

Bonk and Zonk games. But the big news was the lineup of CD and Super CD titles, more than half of which are being developed by such well-known third party game companies as Working Designs, Electronic Arts, Konami and others. Game play was particularly busy at *Gradius II*™, *Lords of Thunder*™, *Macross*™, *Dungeon Explorer II*™, *Sim Earth*™ and two SNK arcade games being converted by Working Designs for TTI. There was also a lot of talk about EA's *John Madden Football*™ which, according to company officials, will be a completely new version designed from the ground up specifically for the Duo.

TTI also previewed the second-generation prototype of Intelligent Link™, the SCSI adaptor that will turn the Duo into an all-purpose CD-ROM drive for personal computers. It is expected that Intelligent Link will be available in retail outlets this summer.

With a spectacular showing at Winter CES behind it, TTI has already begun planning for the summer show in Chicago. And like last year, the last day of the show will be open to the public, which means more gamers than ever before will have a chance to see the hot new titles months before they reach store shelves.



Players line up to try their luck at the first annual "Battle of the Magazines."

# Coming Attractions

AS FEATURED AT WCES '93

## BATTLE LODGE RUNNER

THEME/PUZZLE



This five-player game puts players in search of hidden gold deposits! Dig holes to bury your friends and win!

BY T.T.I.

## BEYOND SHADOWGATE

THEME/ADVENTURE



This exciting game puts players in direct control! Wander about in Castle Shadowgate and free the captured prisoners.

BY T.T.I.

## BONK 3

THEME/ACTION



Bonk is back in his biggest adventure to date! Collect meat and bonk your enemies to win big. You can even grow ten times your size!

BY T.T.I.

## DANGEROUS JOURNEYS

THEME/ADVENTURE



Four warriors have been imprisoned inside a castle. You must guide each of these characters through traps to reach freedom.

BY T.T.I.

## DRAGON SLAYER 2

THEME/RPG



Farayne has fallen under a wicked spell. Help Logan venture treacherous areas to locate this evil source to stop it.

BY T.T.I.

## CD ZONK

THEME/SHOOTER



With more levels and more weapons, this CD shooter proves to be a worthy sequel. Just try to blast through the bosses' lairs!

BY T.T.I.

## DUNGEON EXPLORER 2

THEME/RPG



Five players can collaborate together and slay dragons and orcs while uncovering treasure loads. A great party RPG!

BY T.T.I.

## COTTON

THEME/SHOOTER



Cotton has set out to save her boyfriend from a devil. Riding on her broom, Cotton can blast the enemies or weave around them!

BY T.T.I.

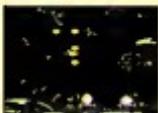
## GRIN GROUND SX

THEME/ACTION



Forty levels of action put you in search of your captured comrades. Alternate between players and use their specialized weapons.

BY T.T.I.

**GRADIUS 2****THEME/SHOOTER**

Gradius 2 is a fantastic shooter where you purchase power-ups with capsules from destroyed ships. The music is fantastic!

**BY T.T.I.**

**IMAGE FIGHT 2****THEME/SHOOTER**

Image Fight 2 has got to be one of the most challenging shooters! Even with all the weapon enhancements and shields, it's still difficult!

**BY T.T.I.**

**MICROSS SIMULATION****THEME/STRATEGY**

Robotech fans can appreciate this one! Choose from Destroids or Vertechs and plan strategies to strike down the Zentraedi forces!

**BY T.T.I.**

**POWER GOLF 2****THEME/SPORTS**

This is a highly advanced golf game with ever-changing weather and plenty of traps to avoid. Head to the driving range for practice.

**BY T.T.I.**

**RANMER 1/2****THEME/ACTION**

This comical fighting game comes straight from Japan. You can play as any of the characters from the animation series.

**BY T.T.I.**

**RECORD OF LOOESS WRR****THEME/RPG**

Set in a Dungeons and Dragons genre, this RPG puts you up against all sorts of ghoulish beasts as you live out the series.

**BY T.T.I.**

**SPRIGGAN****THEME/SHOOTER**

Six levels of heart-pounding action await the pilots of Spriggan. Turn the enemy's tail with twenty potent weapon combinations!

**BY WORKING DESIGNS**

**COSMIC FRNTSY 3****THEME/RPG**

Your favorite characters have returned in this new adventure. Contains twice as much speech and animation for more realism!

**BY WORKING DESIGNS**

**EXILE: WICKED PHENOMON****THEME/RPG**

Join Sadler as he battles the forces of DoTar. There are side-scrolling action scenes in addition to overhead views.

**BY WORKING DESIGNS**

**KING OF THE MONSTERS 2****THEME/ACTION**

This side-scroller puts one or two players in control of a huge beast. Battle the king-sized enemies in a relentless onslaught.

**BY WORKING DESIGNS**

**VRSTEEL****THEME/STRATEGY**

Set up like a hexagonal game where you plot strategies; it changes to a one-on-one fighting blow-out when you encounter foes!

**BY WORKING DESIGNS**

**WORLD HEROES****THEME/ACTION**

This fighting game is based on the arcade version and contains a fantastic CD soundtrack with songs from the original game music!

**BY WORKING DESIGNS**

# EVIL. DANGER.



## LORDS OF THUNDER

TALK  
ABOUT  
CRASHING  
SOMEONE'S

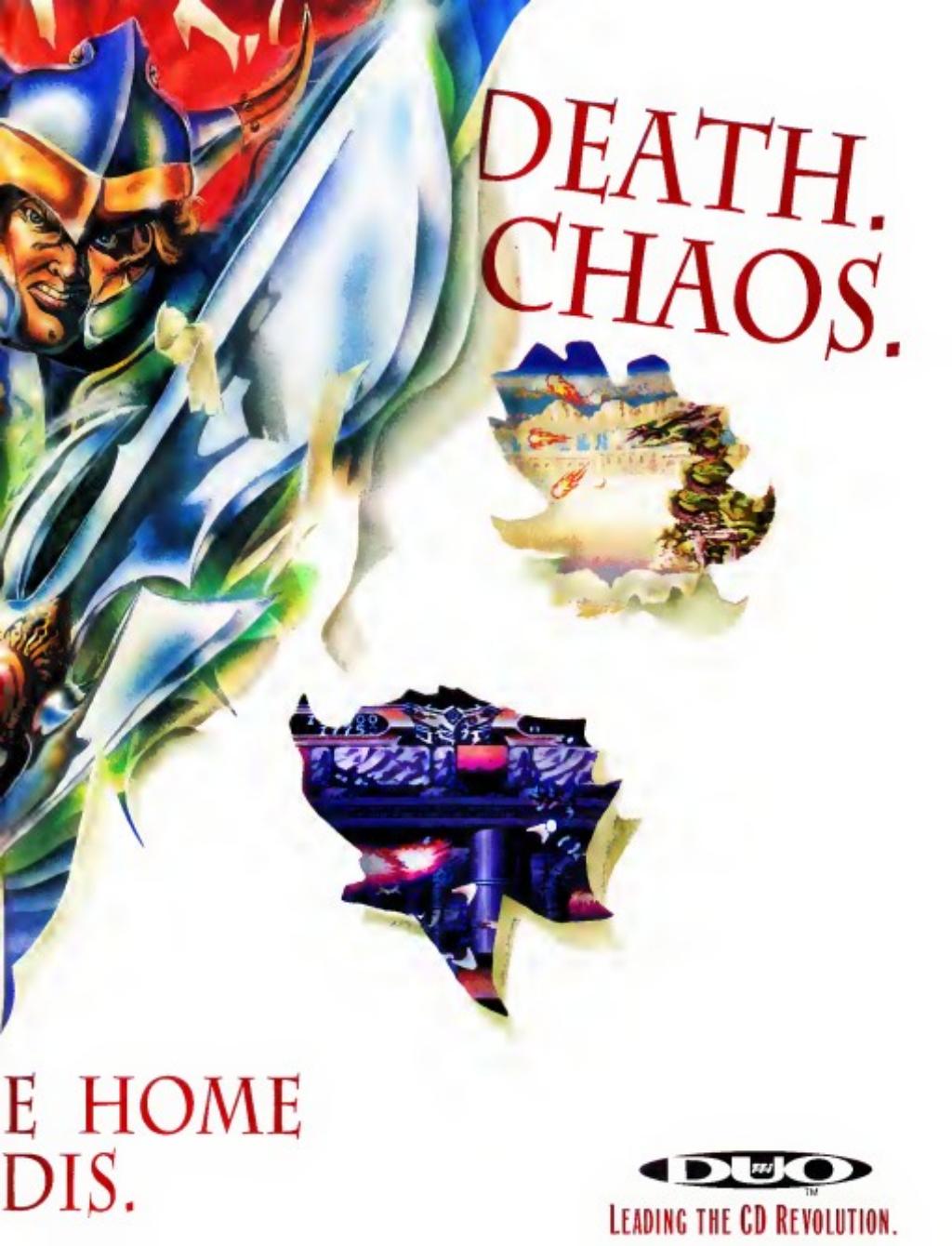
PARTY. YOU'VE JUST COME HOME TO FIND THAT SEVEN OF THE MOST RUTHLESS, GRAPHICALLY INTENSE CD BOSSSES HAVE MADE THEMSELVES AT HOME IN YOUR HOMELAND. KICKING THEM OUT OF YOUR COUNTRY MEANS CONQUERING SEVEN LEVELS OF KNOCK DOWN DRAG OUT DESTRUCTION. ALL TO THE KILLER SOUNDS OF A 19 TRACK, HARD ROCK CD SOUNDTRACK.

TO HELP YOU IN CLEANING UP YOUR HOMELAND, EIGHT DIFFERENT VARIATIONS OF OFFENSIVE ARMOR ARE AT YOUR DISPOSAL. AND LORDS OF THUNDER OFFERS THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. FIND OUT WHY LORDS OF THUNDER WAS GIVEN THE EDITORS' CHOICE GOLD AWARD BY EGM. AND WHY GAMEPRO GAVE IT A PERFECT RATING. THEN GET READY TO ROCK. BECAUSE THIS IS ONE PARTY YOU WON'T WANT TO MISS. AND IT'S ONLY ON THE DUO.



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TO THE  
LAND OF



DEATH.  
CHAOS.

E HOME  
DIS.



LEADING THE CD REVOLUTION.



SALVATION  
FOR  
THOSE WHO  
PRAISE  
THE LORD.



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OUR HOT NEW CD SHOOTER, LORDS  
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